



The ULTIMATE TEST  
OF DEXTERITY...  
the whole screen to  
manoeuvre the steel  
ball. An AMAZING  
INGENIOUS GAME.  
"TILT... you have to  
play it to believe it!"  
David Darling

"TOTALLY ORIGINAL  
and incredibly polished  
The ADDICTIVE  
QUALITIES  
are remarkable... IT'S A  
CORKER!"  
Commodore Format  
Magazine

INTERNATIONAL  
INSTRUCTIONS



ISTRUZIONI



VARIOUS  
COMPUTER  
SCREENSHOTS

SUPERFAST  
3D!

COMMODORE  
64/128

TILT



1349

TILT

"IT'S BRILLIANT"

It's a  
Corker!

NEW  
RELEASE

93%  
COMMODORE  
FORMAT MAG.



COMMODORE  
64/128

MIND-  
BOGGLING  
MAZES!

This is AMAZING! TILT the  
entire screen and GUIDE the  
ball down the HOLE.

OPEN the GATES around the  
maze before you ROLL  
THROUGH.

"TILT" backwards and  
forwards to avoid TRAPS!  
Watch out for INCREDIBLY  
ADDICTIVE and MIND-  
BOGGLING mazes!

In later levels THE BALL  
GROWS BIGGER... and  
BIGGER... and BIGGER!!!

INCREDIBLY  
ADDICTIVE!!

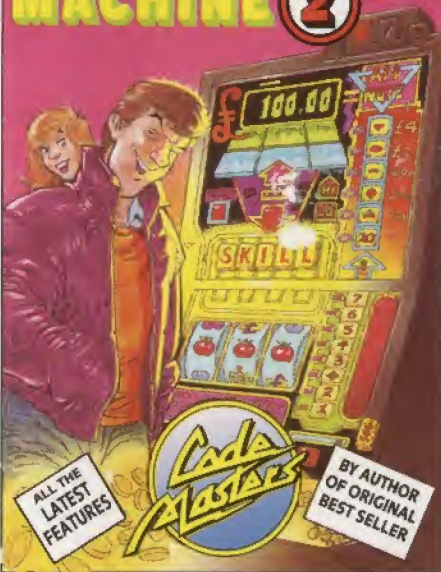
LOADING: (C128 USERS SELECT C64 MODE)

Type **LOAD** press **RETURN**

# FRUIT MACHINE

2

ALSO  
AVAILABLE



ALL THE  
LATEST  
FEATURES

**Cada  
Alustars**

BY AUTHOR  
OF ORIGINAL  
BEST SELLER

# PUB TRIVIA

ALSO  
AVAILABLE

*Simulator*

## Quiz



**OUT  
NOW!**

**Cada  
Alustars**

BY PETER  
WILLIAMSON

## CONTROLS

Use JOYSTICK PORT 2 or KEYBOARD

LEFT	RUNSTOP
RIGHT	A
UP	Q
DOWN	SHIFT
FIRE	SPACE

Press F1 to QUIT

The object of the game is to "TILT" the maze and roll the ball towards the HOLE. You are given FULL POWER to start with and each "TILT" uses some POWER. If you hit the sides of the maze the game STOPS and bonus POWER is awarded for DISTANCE reached and number of GATES passed. These games are then REMOVED and you start again. When POWER is fully used up, it switches onto BACKUP and the maze can be completed quickly. If you don't complete quickly the POWER goes OFF and the game is OVER.

Once rolled down the HOLE, the next maze will appear. After 4 MAZES the next maze introduces TRAPS. These are turned off by TILTING the maze, great skill is needed to TILT while moving OVER a TRAP! After 12 MAZES the BALL gets BIGGER requiring more skill to keep away from the MAZE walls! Every 4 MAZES after this the BALL GROWS AGAIN!

Control the "TILTING" maze using UP, DOWN, LEFT and RIGHT.  
PRESS FIRE to open a gate and START the ball rolling.

## HINT & TIPS

- "TILT" before you reach a corner.
- OPEN the GATES before you get to them.
- On TRAPS "TILT" the board in direction of motion quickly.
- Complete the maze in ONE GO to have FULL POWER for the next!

## CONTROLLI

Utilizza il JOYSTICK nella PORTA 2 oppure la TASTIERA

SINISTRA	RUNSTOP
DESTRA	A
SU	Q
GIU'	SHIFT
FUOCO	BARRA SPAZIATRICE

Per ABBANDONARE, premi F1

L'obiettivo del gioco è di INCLINARE (TILT) il labirinto e far SCORRERE la biglia nella BUCA. All'inizio, disponi della POTENZA MASSIMA che consumi con ogni INCLINATA. Se colpisci i bordi del labirinto, il gioco si FERMA e ti viene assegnato un premio POTENZA per la DISTANZA raggiunta e per il numero delle PORTE passate. Queste porte vengono quindi TOLTE e ricominci da capo. Quando tutta la POTENZA è consumata, vai in RISERVA e il labirinto può essere quindi completato rapidamente. Se non ce la fai a completarlo alla svelta, la POTENZA si SPEGNE e il gioco TERMINA.

Una volta andato in BUCA, appare il prossimo labirinto. Dopo 4 LABIRINTI, quello che segue introduce le TRAPPOLE. Queste si SPENGONO facendo INCLINARE il labirinto; fai attenzione perché ci vuole una certa abilità per INCLINARE mentre ti muovi SU una TRAPPOLA. Dopo 12 LABIRINTI, la BIGLIA diventa PIU' GROSSA e ci vuole una maggiore abilità per non toccare le pareti del LABIRINTO! Ogni 4 LABIRINTI dopo di questo, la BIGLIA CRESCE ANCORA!

Il controllo dell'INCLINAZIONE avviene mediante SU, GIU', SINISTRA e DESTRA.  
Per aprire una porta e AVVIARE la biglia, premi FUOCO.

## SUGGERIMENTI E CONSIGLI

- INCLINA prima di arrivare agli angoli
- APRI le PORTE prima di arrivarci
- Sulla TRAPPOLE, INCLINA nella direzione del movimento.
- Completa il labirinto in UNA SOLA MANO, in modo da ottenere POTENZA MASSIMA per la prossima!

## HELP LINES

If you can't get any further in any of these games and would like us to give hints & tips on how to solve all the puzzles just phone the numbers below. Please don't phone unless you are really stuck and make sure you get permission from the person who pays the phone bill first!

## SPECTRUM, AMSTRAD, C64

DIZZY	0898 555 093
TREASURE ISLAND DIZZY	0898 555 091
D. DIZZY	0898 555 078
	0898 555 094
ROCKSTAR	0898 555 090
MAGICLAND DIZZY	0898 555 096

## ATARI ST AND AMIGA

TREASURE ISLAND DIZZY	0898 555 092
LITTLE PUFF	0898 555 095
ROCKSTAR	0898 555 090

Calls cost 33p per minute during off-peak time and 44p per minute at all other times. (GREAT BRITAIN ONLY)



*TILT was brought to you by...*

*Coding & GameDesign*

*Music*

*Project Director*

*Production*

*Artwork*

*Steve Walters*

*Steve Barrett*

*Tim Miller*

*Stew Regan*

*Shân Savage*

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